

This time, YOU are the invader from space and four alien worlds are at your mercy, OR ARE THEY.....?

In this magnificent, action packed game for CoCo 3 owners, you pilot your spaceship across four worlds of the TAAMOS SYSTEM :- TELLAR, ESCOR, TAWARSK AND FIBOS - if you can survive that long!!!!!!!!!!!!!!!!!!!!

The aliens will hurl everything they have at your ship while you must use your missiles, both for defence and attack, and decide WHEN to use your smart bomb.

Will you be caught in alien force fields? Can you destroy the alien MOTHER SHIPS? Ther is NO WAY BACK!!!

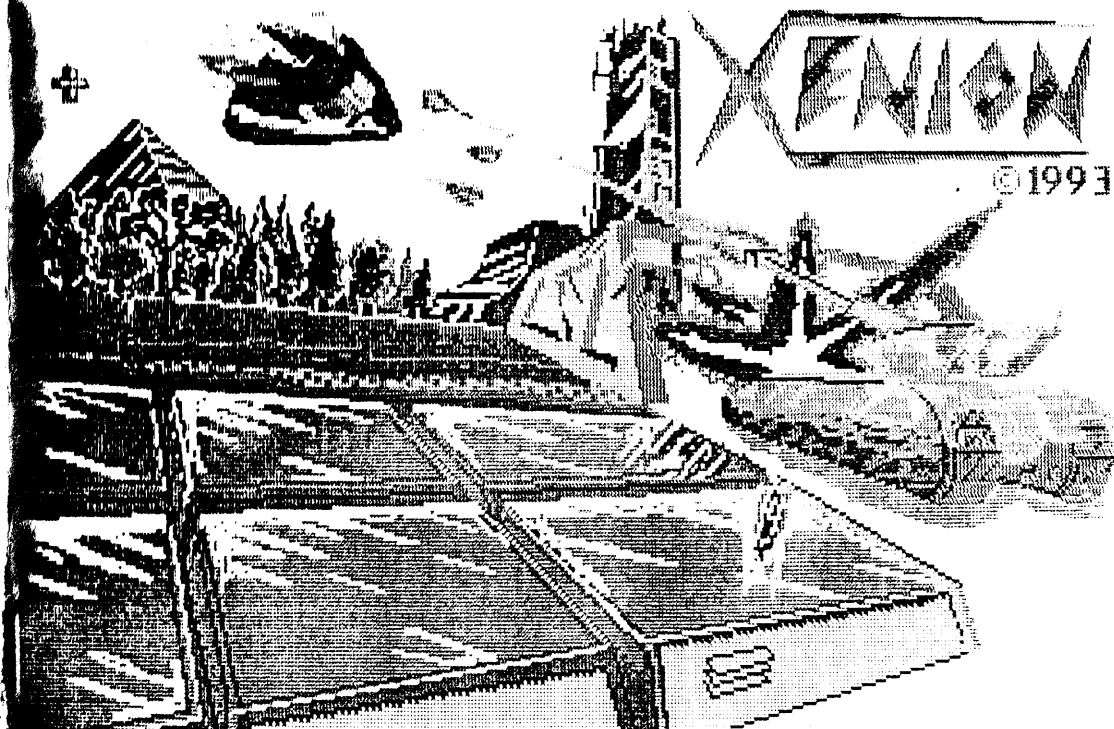
This game is in High Resolution colour for the Colour Computer 3.

This game proudly programmed
and produced in Australia by

Michael Duncan

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XENION



XENION

THE NEW AUSTRALIAN
ADVENTURE GAME

XENION is an exciting Arcade-style game full of action as your spaceship swoops down upon four alien planets.

This time, YOU are the invader from space and the worlds of the Taamos System are at your mercy. Or are they

As you approach Teller, the innermost Alien world, hostile alien missiles of 27 different types rush towards you and you fire to defend your ship. Every hit upon you drains your reserve of energy and when your energy reserve is exhausted, your spaceship is destroyed!

As you enter the atmosphere of Teller more missiles are aimed at you, accompanied by fire from ground installations.

In order to survive, you must destroy all the enemy radars, helicopters, cyclop cannons and tanks etc.

If you hit a force field - like a streak of lightning across the screen - your ship will explode. Fortunately, the force field generators are vulnerable to your ships missiles, but you must manouvre and aim quickly.

Alien mother ships will rise to the defence of Teller and you must score several hits in order to destroy these massive enemies.

Your smart bomb can be used when the going gets tough. It will destroy all aliens on the screen except force fields and mother ships.

You will learn how to replenish your energy reserve and how to pick up more smart bombs - if you are good enough. But you will need to be very good to survive the devastation of Teller and proceed to Escor, Twarsk and Fibos - the remaining planets of the Taamos System.

XENION is an assembly language program for either 1 or 2 players on a Colour Computer 3. The tape has 2 copies of the program on both sides.

TAPE :- Type CLOADM and press <ENTER> and the game will load and auto start. Please be patient, as loading this big program takes several minutes.

DISK :- Type DOS

After the opening screen, the game screen appears, and you use the right joystick to select one player or two players, then press the FIRE BUTTON. For two players, player 1 will use the right joystick, and player two will use the left joystick. The game screen clears and prompts for "player 1". However, before pressing the fire button to start your game, look at what else is on your screen.

You are looking at a control panel, most of which is taken up with a square viewfinder, centre left, which will open up to show your Spaceship approaching the Taamos System. Above this is the status for player 1, on the left, and player 2. Each player starts with a zero score, 1 smart bomb, and 4 Spaceships. To the right, a vertical green bar indicates a full reserve of energy. This level drops if Alien missiles score a hit! On the far right is the scoreboard of Top Xenion Pilots, and below is a warning panel, which will give a few seconds warning of Alien tanks or Force Fields. AS SOON as the Fire Button is pressed, the game begins, and you must be prepared to meet hostile Aliens!

Should you wish to pause for any reason, pressing 'P' will stop the action immediately. Press <ENTER> to recommence from the same position. You might like to use this pause feature to check if there are enough Aliens on your screen to make it worthwhile using your Smart Bomb. This is fired by pressing the spacebar - but remember, IT WILL NOT destroy Force Fields or Mother Ships.

Here are the main features you will encounter upon your excursion to the Taamos System, Starting with the most important: The Alien Energy Deposits which you must fly directly over in order to replenish your energy reserve and the Alien Smart Bombs which you can capture for your own use in the same manner.

ENERGY DEPOSIT



ALIEN SMART BOMB



Points shown are scored for hitting and destroying these targets :-



Radars
50 Points



Spining
Discs
50 Points



Tanks
400 Points



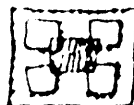
Cyclop
Cannons
300 Points



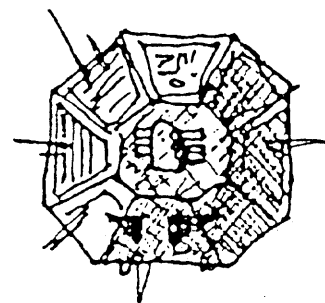
Blinkers
100 Points



Helicopter
200 Points



Force Field
Generators
500 Points



Mother Ships can only be destroyed by multiple hits to their centre.

To destroy Force Fields you must hit the Generator.



Generator

Force Field



Flying Alien vehicles and missiles (27 different types) score 100 points or more.

Every Alien missile, tank or ground installation you hit will score points for you, shown on the control panel. If you lose sufficient energy from Alien ships or missiles striking home, your spaceship is destroyed.

In a 1 player game, the 'viewfinder' display will close up, your Ship Status will drop by one, and you must press the fire button on the right joystick to recommence. In a 2 player game, the same procedure takes place, but then player 2 has the next turn which continues until the next Spaceship is lost.

After scoring 10,000 points you will be awarded another Spaceship. Further Spaceships are earned with every additional 20,000 points scored.

If you survive the attack on Tellar, which takes about ten minutes game time, you move on to Escor then Twarsk and finally Fibos.

Should you survive this far, then the whole sequence of planets will begin again, BUT on your second approach to the Taamos System the Aliens will be ready for you and their numbers will have INCREASED!!!!!!!!!!!!

One complete run though all four Planets should take about 40 minutes Game Time. Your joystick will allow you to fly your Spaceship from side to side and up and down.

However, Xenion Pilot, once you start on this mission YOU are in control, and YOU must develop the necessary skills to SURVIVE and WIN.

PROBLEMS YOU MAY ENCOUNTER IN LOADING:

This game is guaranteed against any defects and should load into any CoCo 3 computer provided you are using a suitable drive or tape recorder which is correctly adjusted.

Should you encounter any problems loading this programme from tape, try the second copy of the programme on the flip side of the tape. DISK owners may send the disk to REMCOMS for a replacement disk for the cost of postage.

Users of CoCo 3's who have an RGB monitor may also encounter a screen problem during the loading of XENION. If your monitor screen rolls up or down, DO NOT BE ALARMED, simply adjust your vertical hold control until the screen becomes steady. There is nothing wrong, but some RGB monitors react in this way to the fast loading speed of XENION.